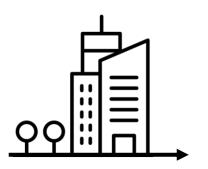


Changing places



Geography Knowledge Organiser

CBD- shops, offices, banks & restaurants. There are very few houses. Transport systems such as a bus and train station.

INNER CITY- Large factories & industrial. Long rows of terraced housing built in the last century. Houses are small with no garden because land is expensive.

INNER SUBURBS- Semi-detached houses with garages and gardens. Streets are much wider than the CBD and inner city

OUTER SUBURBS- Large detached modern houses with big gardens & garages. Modern industries and large shopping centres because land is cheaper. Large areas of open green space.

A DO MAN

Greenfield Land that has never been built on + No existing buildings need clearing + More space for gardens and garages

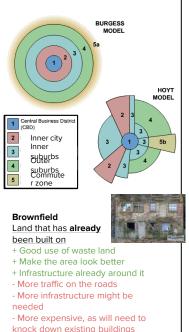
+ Cheaper overall = houses are

- New major roads will need to be built

- Less peace/quiet in the

countryside - Cut down trees and drive wildlife away from the area

7.2.3 - Land use

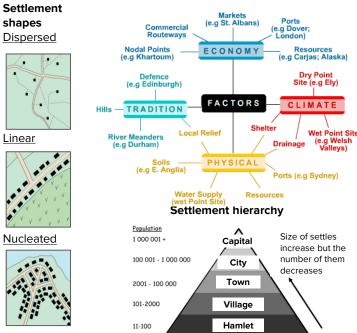


7.2.1 - Settlements

shapes

Linear

Settlement factors



7.2.4 - UK places



7.2.2 - Changing places

Settlements functions can change

Tourism	Residential	Industrial	Administrative	Services	Commercial
beaches	houses	factories	government	hospital	Shops
landmark	community	jobs	council	schools	restaurants

Why settlements change

Past	Today		
People lived and worked locally	Most people travel to work by car		
Farm buildings, eg barns	Barns converted to expensive homes		
Farm workers' cottages	New housing estates		
School	Tea rooms		
Local pub	Restaurant pub with car park for day trippers		
Church or chapel	Chapel converted to home		
Village shop and post office	Local shops closed as people drive to supermarkets on the edge of towns		

Village green and duck pond Infilling with new developments removes communal spaces Urbanisation- increasing proportion of people living in the city

Rural-urban migration- movement of people from the countryside to the city. Often for jobs and a better life

Push-pull factors- factors which forcefully push people into migrating away (push) or attract them to a place (pull).

7.2.5 - LIC cities

Causes of urban growth in LICs

[Push] A lack of employment opportunities in the countryside. Overpopulation and poor crop yields

[Pull] Better paid jobs in the cities, an expected higher standard of living, and more reliable food (pull)

People who migrate to towns and cities tend to be young and so have higher birth rates in that age range.

Problems in shanty towns

Overcrowding - the settlement has a high population density. Fires - fires can spread quickly.

Overpopulation - the area does not have enough resources to support the growing population.

Competition for jobs - jobs are in short supply.

Disease - poor sanitation and limited health care can lead to the spread of disease. Lack of space - the newest and poorest arrivals may be forced to live on the worst quality land.

Lack of Infrastructure - services are poor, public transport is limited and connections to the electricity supply can be limited and sometimes dangerous.

Responses to shanty town problems

	Site and service schemes	These give people the chance to rent or buy a piece of land. The land is connected to the city by transport links and has access to essential services (eg water). People build their own homes using money from a low-interest loan.
Self-help These give people the tools and training to improve their homes. Low-interest loa may be used to help people fund these changes. People may be given legal ownership of the land.		

Improving the quality of life and creating greater opportunities in rural areas may Rural prevent people from migrating to urban areas. Investment in rural areas may investment therefore help to improve conditions in the city as well.